

30. The gaming machine of claim 29, further comprising a secondary display support on which said secondary display is mounted, said secondary display support being attached to the gaming machine chassis by a hinge.

31. The gaming machine of claim 30, wherein the hinge allows the secondary display to be moved from (i) an operating position in which at least a portion of the gaming machine interior is blocked to (ii) a maintenance position in which said portion is accessible.

32. The gaming machine of claim 30, wherein the secondary display is provided in a top box portion of the gaming machine, which top box portion is located above the main display portion of the gaming machine.

33. The gaming machine of claim 29, wherein the secondary display is provided in a belly portion of the gaming machine, which belly portion is located below a main display portion of the gaming machine.

34. The gaming machine of claim 29, wherein the secondary display is selected from the group consisting of flat panel cathode ray tubes, liquid crystal displays, plasma displays, field emission displays, digital micromirror displays, LCD touchscreens, and combinations thereof.

35. The gaming machine of claim 29, wherein the main display comprises a set of spinning reels.

36. The gaming machine of claim 29, wherein the video content includes material selected from the group consisting of a casino kiosk, television programming, a secondary game, primary game outcome information, player attraction material, video conferencing, casino service notification and combinations thereof.

37. The gaming machine of claim 36, wherein the video content is a secondary game which includes a bonusing component to a primary game, which primary game has its results displayed on the main display.

38. The gaming machine of claim 29, further comprising one or more speakers provided in the gaming machine and one or more ports for transmitting sound from the speakers to locations outside the gaming machine.

39. The gaming machine of claim 29, wherein the secondary display support includes a casing which encloses one or more memory devices.

40. The gaming machine of claim 39, wherein at least one of said memory devices stores animation data for display on said secondary display.

41. The gaming machine of claim 29, further comprising a top glass located in front of said secondary display and said secondary display support.

42. A method of displaying video content on a gaming machine having (i) a main display capable of presenting the outcome of a primary game play on the gaming machine, and (ii) a secondary display, which is a flat panel video display, provided on said gaming machine at a location disposed apart from said main display, the method comprising:

receiving a wager;

in response to a player initiating a play on the gaming machine, presenting the outcome of the play of the primary game on the main display of the gaming machine; and

displaying play of a secondary bonus game of chance on the secondary display, wherein a single wager concurrently activates both the primary game and the secondary bonus game, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines.

43. The method of claim 42, wherein the gaming machine includes a secondary display support on which said secondary display is mounted and the method comprises moving said secondary display support from an operating position in which at least a portion of the gaming machine interior is blocked to a maintenance position in which said portion is accessible.

44. The method of claim 42, wherein said video content comprises material selected from the group consisting of a casino kiosk, television programming, a secondary game, player attraction material, video conferencing, casino services notification and combinations thereof.

45. The method of claim 42, wherein the video content is a bonusing game that provides awards dependent upon the outcome of said primary game play which has its outcome displayed on the main display.

46. The method of claim 45, wherein the bonusing game results in awards of credits or increased jackpots.

47. The method of claim 42, wherein the secondary display employed in the step of displaying video content is selected from the group consisting of flat panel cathode ray

tubes, liquid crystal displays, plasma displays, field emission displays, digital micromirror displays, LCD touchscreens, and combinations thereof.

48. The method of claim 42, wherein presenting the results of a play on the main display is made in response to a play on a game selected from the group consisting of a video slot game, a spinning reel game, an electronic video poker card game, an electronic keno game, and an electronic blackjack game.

49. The method of claim 42, wherein presenting the results of a play on the main display is made in response to a play on a video card game.

50. The method of claim 42, further comprising a step of accessing data stored on a memory device provided within said secondary display support, the accessed data being used to display said video content on the secondary display.

51. A gaming machine comprising:  
a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
a main display capable of presenting the outcome of the primary game on the gaming machine;  
a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content capable of presenting a secondary game; and  
a player control mechanism on the chassis which, when actuated by a player, concurrently activates both the primary game displayed on the main display and the secondary game displayed on the secondary display, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines.

52. A gaming machine comprising:  
a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
a main display capable of presenting the outcome of the primary game on the gaming machine;